

BRODERBUND...

TAIG THIS MONTH WE HAVE THE BRODERBUND REP WITH US. **TAIG**
REMEMBER WE MEET 1 WEEK EARLY, ON THE 22ND
ONCE AGAIN, THE ARTICLES WERE SCARCE, PLEASE, WRITE SOMETHING.

September 1985

TWIN CITIES ATARI INTEREST GROUP

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Twin Cities Atari Interest Group.
3342 Humboldt Avenue North
Minneapolis, Minnesota

NEXT TAIG MEETING

Sunday, September 22

TAIG 7:00 pm

at

St. Louis Park Rec. Center

5005 West 36th Street

St. Louis Park, MN

NEXT NAGS MEETING

Wednesday, October 16

NAGS 6:30 pm

at

User Friendly Computers

8465 Plaza Blvd.

Spring Lake Park, MN.

SPACE meets on Sept. 20.

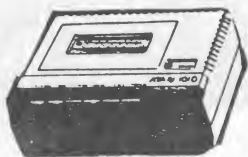


Wizard's Work

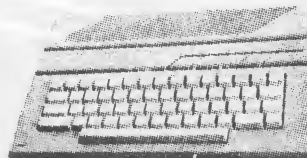
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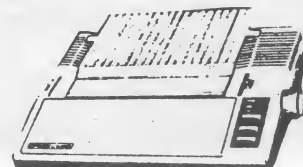
Supporting both the Atari 8 bit
and the new 16 bit machines.



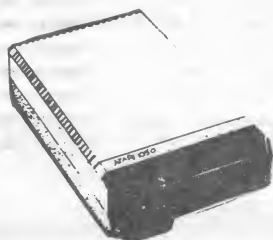
1010 cassette
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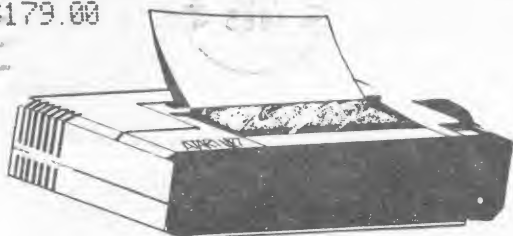


Epson's LX-80. \$240.00
Tractor unit \$40.00



Atari 1050 dual density 5 1/4" drives.

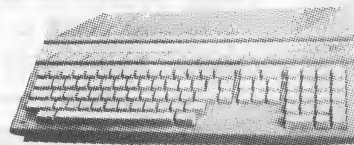
Store 88k (single density) or 127k
(enhanced density) of data per disk
\$179.00



1027 letter quality printer.
\$165.00, while they last.



ATARI



THE NEW ATARI 520 ST

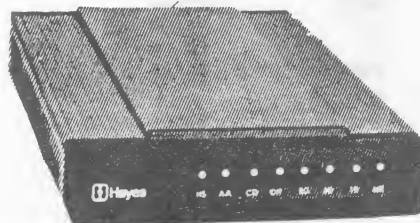
RGB version \$999.95, Monochrome
version 799.95. 3.5" disks are
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520 ST software is NOW IN
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Software for the 8 bit
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Sargon III
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Basic XE is in stock
and much more...

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Notes from the Pres.

Last month it was the ATARI rep, this month its Bill Holt of Broderbund Software (the Print Shop people). Bill is flying in from California Sept 20 and will attending the SPACE meeting that night. Sunday, Sept 22 he will be on the Computer Line Show (WWTC AM 9-10 AM) and then he will be at our meeting at 7 PM.

Bill will be presenting demonstrations of Spelunker, Stealth, Whistler's Brother, The Print Shop, and the Print Shop Graphics Library. He will also be talking about what to expect in the future. Bill would also like to meet with any programmers who would be interested in having there software published and to show them what Broderbund looks for in there products and what they offer in terms of technical assistance and professional guidance.

I don't have the answers back from Charlie Devine (ATARI rep) yet but I have found out that the ROM operating system will be available Oct 15th for \$15 (\$25 if dealer installed). This of course is much more reasonable then the \$100 quoted at the meeting.

Other interesting facts from the meeting: The 10 meg hard disk drive is suppose to be available in Oct for \$599, Huba's is will be avail in Sep for \$699, memory can be expanded through the hard disk port (up to 16 meg), the Amiga will be out Mid Oct.

Although we did not get a demo of the MIDI (Musical instrument Digital Interface) Charlie did tell us that he saw a demo of the MIDI using 16 voices, lets see the Amiga match that.

It looks as if ATARI will not be coming out with there own BASIC, but will defer to third party vendors. They have in fact unofficially released there BASIC

without documentation and not bug free (I'll try to have a copy for those of you who are interested by meeting time, maybe we can finely get something running on this machine yet.

Latest list of software to be avail for the ST soon:

Terminal: PC/interComm (VT100 Emulator, with XMODEM and Kermit, MI-Term, HomePak.

Word Text Processing: Mince Text Editor, GEM Write, Express

Productivity tools: Haba Check Minder, VIP (Lotus type), DB Master (Data Base), M-Disk (memory disk), Soft Spool (memory buffer), GEM Draw, Home Accountant, Tuping Tutor

Languages: Haba C Compiler, ST-Forth, Mbasic, Cbasic, Pascal, Cobol

Games: Whishbriger, Hitchhikers Guide to the Galaxy, Zork (I II III), Sundog, GEM Paint, Centipede, Missile Command, Star Raiders, Battlezone, Asteroids, Flip Side, Mudpies, Gold Runner, Flight Simulator, Jet, Starcross, Cutthroats, Sorcerer, Enchanter, Infidel, Plantfall, Seastalker, The Witness, Suspended, Ultima II, Kings Quest

As you can see a lot of the names are familiar, especially in the area of games. I expect it will take a while before we see many written especially for the ST family.

Now don't forget our meeting is Sept 22 this month. See you there, Dick Johnson.

The 520ST vs The Amiga.

by Dick Johnson

What is shaping up to be the biggest battle in the computer wars is just starting. Atari fired the first salvo and moved into position last month but has become bogged down due to lack of troops (computers) and no supplies (software). On the other hand Amiga has launched a publicity campaign to work up the populist against the Atari advance while they scramble to get their troops into the field.

Is it really war? Well to Atari and Commodore it I'm sure it is. It may be a little unfair to write an article comparing the two computer when the Amiga isn't even out yet, but that doesn't stop them from hyping their computer so here it goes.

Both use the same Motorola 6800 chip but from what I here the Amiga operates at 7.1 MHZ while the ST operates at 8 MHZ. The Amiga has 3 special chips like the 8 bit Atari to handle sound, video, & I/O but unlike the 8 bit Atari which needed them to help speed up the operation of the 6502, do we really need the extra hardware with a computer with the speed of the 68000 chip? Atari says no. Amiga 256k standard, Atari 512K, but the Amiga is easier to expand. Both machines are said to have 192K ROM operating systems when completed but Amiga is talking about releasing their machine with the OS on disk for early release. Amiga has a double sided disk drive built into the computer while the ST comes with a single sided external drive, this I believe is a mistake. The disk drive is a mechanical devise which means it is the most likely devise to break down and from the pictures that I've seen it is not easy to remov the drive from the

Amiga. I.E. if the drive is in for repair the computer is down, even if you have a 2nd drive. Keyboards, much the same, Amiga's is detachable. Sound Amiga 4 voices which can be set up in stereo, Atari 3 voices but the ST also has the MIDI interface which is capable of sounds and music which no other computer in this price range capable of. Amiga 4 graphics modes all in color, ST 3 graphics modes, high res monochrome only. Amiga 8 sprites and multitasking, although these are not hardware features of the ST the new Forth language includes standard routines for these functions. By the way multitasking will be a whole other article. Now up to this point I would run right out and buy that Amiga if it wasn't for that last item, the PRICE.

Amiga \$1500-\$2000, ST \$800-\$1000.

Of course you have to decide for yourselves, but if your looking for a good game machine with some pretty good productivity software your best buy is still an Atari 800XL or 130XE with 1 or 2 drives and you'll save yourself \$700-\$1700 depending on what you didn't buy.

CHILDREN WILL PLAY

by Phil Seifert

We all should bow our heads in silence at the passing of an old friend, Datasoft. They filed for Chapter 7 (liquidation of all assets) this month. Datasoft was a company formed in 1980 and one of the first computer software firms to support the Atari computer. Granted, not all their programs were the greatest, but they certainly fulfilled a need. I remember a period of time in 1981 when there was very little software for our machines and I walked into Computer Castle (remember that place?) and there were four new titles for the Atari; Clowns and Balloons, Pacific Coast Highway, Canyon

Climber, and I can't remember the other (I told you they weren't all that great).

And another reason we should be remorseful about the passing of this company is they were going to be the publishers of Alternate Reality. Isn't it kind of funny that wherever this program goes, the company seems to disappear? So far the casualty list includes Paradise Programming, Marsten Systems, and now Datasoft. My personal feeling is that the next company to obtain the rights to the program will be Epyx. Mind you, this is not official, but the way they got hold of the Lucasfilm stuff when Atari did not deliver hopefully set a precedent.

Now, instead of talking about morbid things, we shall talk about nice things. THERE IS SOFTWARE OUT THERE FOR THE ST COMPUTERS!!! Yes, you heard that shout correctly. The first titles to arrive in the store were Mince (a text-editor), Zork I and Hitchhiker's Guide to the Galaxy. And there is even a useful programming language out there now. It is 4xForth from Dragon Group. Yes, Virginia, there is software.

Another sad occurrence happened to me recently. I lent out my Bounty Bob Strikes Back to some friends whose own cartridge hit the skids. Well, they finally got a replacement for their original one but now my cartridge is blown. Talk about one of life's greatest calamities! No more Bounty Bob!! Ah well.

Should we talk about one of the funnier things happening in the computer world? Sure, I need some cheering up. I don't know about the rest of you, but, I have been keeping a close eye on Trip Hawkins the last few months. You know Trip, the president of Electronic Arts? He has been going around making a lot of statements recently. I am pretty sure you saw the letter that was published in Antic Magazine. You know the one, how Atari was his favorite home

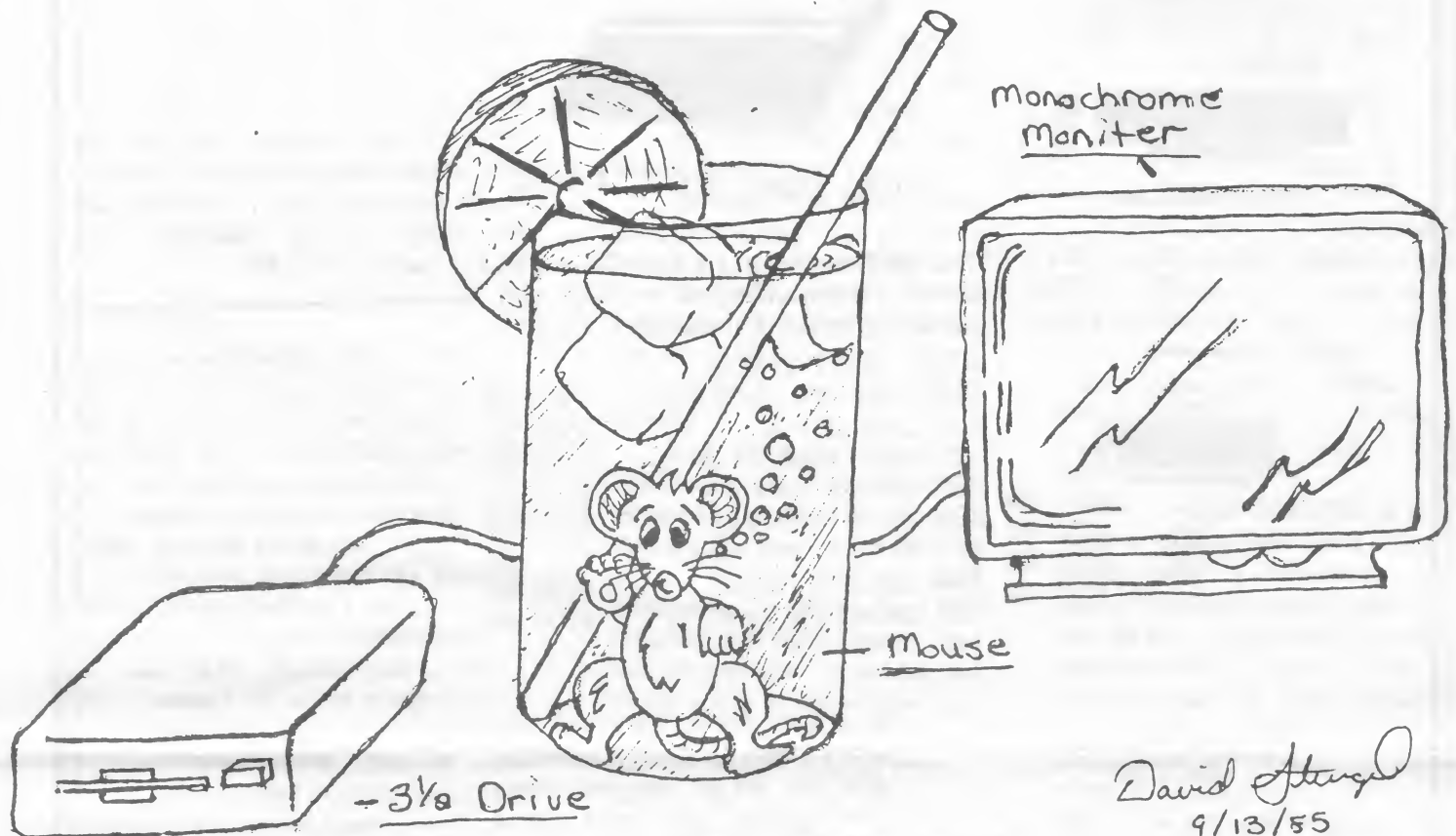
computer? Best graphics and all that kind of stuff? Of course, since we Atari owners didn't have disk drives, or at least only 28% of us do and the rest are still using only cassettes, Electronic Arts couldn't put out too many programs for the Atari. And not to mention that there are around 700,000 Atari computers out there. Ah, Trip, I got news for you. Just because we did not buy all your programs that you produced, does not mean we don't have disk drives. It just means some of us have good taste. Really, you couldn't have expected all of us to buy every single program that you made?

Another thing about Trip lately is now the Commodore Amiga is his favorite machine. Electronic Arts is going whole hog on producing software for that machine. Gee, I guess we will miss him, huh? I am sure Apple owners feel the same way, remember that Trip was a manager at Apple before starting Electronic Arts.

On to bigger and better things. Infocom has a new parser system and a brand new program to use it with. A parser system is a program that interprets what you said into what the computer will understand. Mind you, Infocom's old system was pretty damn good, but, the new one is even better. There is a slight catch to this though. It will only work on machines with at least 128k of memory. So far they have announced that Minds Forever Voyaging will only work on Apple II with 128k, IBM PC's, Atari 520 ST, and Commodore Amiga. I did not see the Atari 130 XE in there, it is a shame.

Another program I have been having fun recently is Master of the Lamps from Activision. Interesting program. A variation of the game Simon but a lot more colorful and more music. In fact, lots of music. In this game, you are a prince who must recover the

TWIN CITIES ATARI INTEREST GROUP (TAIG)



The new 520 ICE TEA....
Something to get excited about!
Only \$699⁹⁵

genies and magic lamps. You must fly through a tunnel (some people have been known to get a little queezy doing this) and the match the notes and colors the genie gives you. It sounds easy, doesn't it? Not quite that easy. However, what is easy is the price. You can purchase this program for \$24.95. I still can not see how they got that many songs in there. Good program.

Activision is not just resting on their laurels, though. They also have another program out called Mindshadow. This is a nice graphic adventure. Kinda reminds me of the old Sierra On-Line

adventure games. Nice graphics and, boy, are they fast! A slight catch, this program will only work on XL or XE computers. Those with old 800's are out of luck.

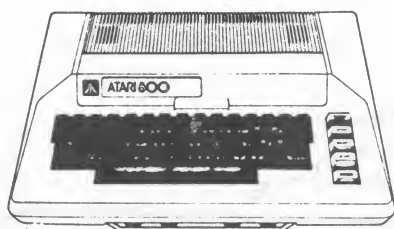
One other note on Activision (betcha think I got an Activision newsletter or something, right? Nope.). They are coming out with a program called Hacker. What kind of bullcrap is this? Hacker is simulation game where you are trying to break into a computer system. That is just what this industry needs. A program to teach a bunch of little rugrats how to break into bank systems, the DOD and various I.R.S. systems (hmm,

maybe there is something to this after all?) But, seriously, this is not a good idea in my opinion.

Well, that is all for this month. I don't want to take up the whole newsletter. Keep on gaming.

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825 80 col. printer \$599.00
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850 interface unit \$250.00

Notes from the Secretary (That's me!)

Okay folks, for a change, why do YOU tell ME what happened at the last meeting. Ready? Oh, I see a hand...yes, you in the green and yellow paisly shirt...yes, what did you see at the last meeting? A guy, you say? Oh, and he was an Atari Representative? Okay people, let's give someone else a try. Who would like to answer the question, "What did the Rep do?" Yes, you with the orange and yellow plaid pants that are cut off just above the ankle...what is your answer? He told us what was new with Atari and the future of the XE's and ST's, eh? Well, that's partly right. You with the purple and pink stripe mohawk, and the studded leather collar around your neck...what else did he tell us? Is that your answer? "Just Stuff?" What audience participation! Who could ask for more? Well, besides Dick being up there telling us that "the rep will

be here any minute," Cory our sysop made a simply dazzling presentation about the BBS and why when people tried calling, they would get a carrier.

Well that's about all for the meeting notes, nothing much else happened. This month BRODERBUND plans to be there (not the whole company...just some guy again) which should make it an interesting meeting. See if the 8-bits are still alive, and if the ST's will come alive. Until then...

Oh No! Not another one!!
by Phil Seifert

I was walking in the woods one day. Stumbled onto this old abandoned house. It was all boarded up and the weeds were slowly choking it off from view. I looked inside the badly rusted mailbox and found an yellowed piece of junkmail from some weird company called Infocom.

Ah, remember the good old days? These are actual prices, taken from ads in the February 1982 Creative Computing. How times have changed.

No one appeared to be around, so I walked up the porch to the front door. On the door was an old eviction notice. It was addressed to the poor family who used to live here before, the Addams. I gingerly tried the door and found it was stuck fast.

So, I decided to walk around the house. It was a nice day, the sun was shining, there was a songbird off in the distance, and I could even see a rainbow off to the east. Wasn't there a canyon over that way too?

I found on the other side of the house, a window slightly ajar. Forcing it open with great effort, I peered in. All that could be seen was a kitchen. Since I was hungry, I went in.

In the kitchen I found a paper sack with a moldy green hot pepper and a glass of stale water. Ugh, I was hungry but not that hungry! There was a door to the west and a stairway leading upstairs. I went up the stairs and it was pitch dark. In the dark, I could hear something slobbering and drooling, so I quickly beat a hasty retreat down the steps. I really have to lose weight, those steps groaned and creaked pretty loudly! It was loud enough to awaken a grue!!

No way was I going to go back up there without light. That really left open one choice, the doorway to west. Naturally, I took that. Whoa! That was a nice dining room. Nice heavy rug, a trophy

case with a nice sword, and there was even a lantern on the floor. On my way to the lantern, I tripped on that rug. The rug moved and revealed partially a trap door. This is getting to sound familiar, isn't it? grabbing the sword and lamp, I opened that trap door. It was dark and a lot of dust came flying out of the hole (kinda like that time I hit my brother over the head with a crutch).

Overcoming my fear, I proceeded to walk down the steps. How was I to know how this was going to end up? Halfway down, the damn door slammed shut and I heard a voice chuckling above. Quickly, I ran up to the door, but, I could not open it. Someone or something had barred it!

There was nowhere else I could go, so I went down. When I reached the bottom of the stairs, the sword I had picked up started glowing faintly. Since I have played a lot of AD&D, I realized this was a magic sword and started pointing it in different directions. It glowed most brightly to the north. So, I tried to go south. Wham, I hit that wall hard! So, north I went after I came to my senses.

There, I found a troll. He kinda looked like Jack Tramiel. He was muttering something under his breath. Something like, "April, we will have it out in April", or something like that. I can tell you this though, those bones lying on the ground were here a longer time than last April!

Then, he noticed me. Oh oh! Time to run! He would not let me leave the room. In fact he even shouted in a mighty voice, "Halt, you can not go back til you answer three questions!". Seeing that I had no choice, I stopped and panted. It was definitely time to lose some weight. So I agreed to answer his three questions.

He said, "Tell me the codename used for the operating system of the Atari 800."

Uh, I told him I would get back to that one and asked what his other two questions were.

He then asked, "What does CTIA stand for?"

God damn, those were not easy questions. I begged his pardon and asked for the last question.

"Obviously, you are not too bright, so I will ask you who was the founder of Atari, Incorporated?", was his finally question.

Then, he slowly hefted his bloody axe and practiced a few swings. Talk about incentives!! Glancing at those bones on the ground, I asked him who they belonged to. He told me they were Commodore and Apple owners. And then he proceeded to tell me how he was going to drive those two companies into the sea. Hah, he fell for my time stalling trick. I quickly told him the answers to the three questions.

Boy, was he disappointed. He waved a few passes at me and muttered the words; Jack, Sam, and Leonard at me and the world faded from view. I found myself back in town.

Ok, now you have the story. Can you answer the questions? Here they are again.

1. What was the operating system codename for the Atari 800 computer system?
2. What does CTIA stand for?
3. Who founded Atari, Inc.?

I am also going to throw in another question, what game did I use for the scenery. The first person to come to Wizard's Work and tell me the answer to all four questions will be given \$5.00 off on his next purchase. You must

come in, no phone answers will be accepted. Have fun.

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CHRIS CRAWFORD
ASSEMBLY LANGUAGE COURSE

LESSON THREE: LOGIC BOOLEAN LOGIC

A great deal of programming involves the use of Boolean logic. This is a standardized system for handling logical manipulations. It's sort of like algebra for logic. You must understand Boolean logic if you are to write assembly language programs, so let's get started.

Where algebra deals with numbers, Boolean logic deals with propositions. A proposition is just a statement such as "Fred eats worms." It can take only two possible values -- True or False. In our programs we seldom bother with broad and glorious propositions such as "Love is the universal language of truth" or "War is the extension of policy by other means". Instead, we normally deal with propositions such as "The joystick trigger has been pressed," or "There is a diskette in the disk drive."

When we use Boolean logic with a computer, we may think in terms of true and false, but the computer is actually working with 1's and 0's. We use the following convention: a 1 corresponds to a Boolean value of "true", while a 0 corresponds to a Boolean "false".

Using this system we can represent propositions inside the computer. However, programming requires more than the mere representation of data; we must also be able to manipulate that data. This brings us to the Boolean operators. There are four common Boolean operations necessary for most programming practices:

Not

This is the simplest of Boolean operators. It takes a single

Boolean value as an input and produces as its output the logical converse of the input. Thus, a true input yields output, while a false input generates a true input.

Or

This Boolean operator takes two Boolean values as its input and generates a single Boolean value as its output. The value of the output depends on the values of the inputs according to the following rule: If one input is true OR the other value is true, then the output is true. Otherwise, the output is false.

And

This Boolean operator is just like the or-operator, except that it uses a different rule. Its rule is: If one input is true AND the other input is true, then the output is true; otherwise the output is false.

Exclusive-Or

This Boolean operator is just like the or-operator, except that its rule is:

If one input is true, OR the other input is true, BUT not both are true, then the output is true; otherwise, the output is false.

When we use the 6502 for Boolean operations, you must remember that the operations are eight bits wide. Instead of working with one bit at a time, we use all eight bits of a word in parallel. The bits in a byte are independent and do not affect each other in any way -- at least as far as Boolean operations are concerned.

The 6502 has three instructions for performing Boolean operations. These are AND, EOR, and ORA. The first performs an and-operation. For example, consider the following code:

```
LDA FISH
AND GOAT
```

This will first Load the accumulator with the value of

FISH. It will then And the contents of the accumulator with the contents of GOAT. The result of the and-operation will be left in the accumulator.

The AND-instruction can use an immediate operand if you desire, just as the ADC-instruction can.

The EOR-instruction provides the exclusive-or operator. It works just like the AND-instruction. The ORA instruction provides the or-operator in just the same way.

If you wish to obtain the NOT-operation, just use EOR #\$FF; this will invert each bit in the accumulator. Because NOT is so easily reproduced with EOR, there is no special NOT instruction in the 6502. APPLICATIONS OF BOOLEAN LOGIC

If you have any sense at all, you are probably asking, "What good is all this Boolean nonsense? What would I use it for?" Four applications are available:

Program Logic

Many times our programs encounter rather complex logical situations. The program must be able to load a file; if the FMS is in place and there is a diskette in the disk drive, and the diskette has the file we are looking for, or the file specification calls for a cassette load, then we will load the program. Many programming problems involve such Boolean operations, Keeping them straight is certainly a headache.

Masking Bits

Sometimes we need to isolate particular bits in a byte. For example, in Eastern Front (1941) I used the character value to store the unit type. The color of the unit was encoded in the upper two bits of the byte, the type in the lower six bits. If I wanted to get only the unit type, I had to mask out the upper two bits. This I did with the following code

fragment:

```
LDA UNITCODE
AND #$3F
```

The AND-instruction eliminated the upper two bits, leaving me with just the unit type. Bit-masking like this is useful in many situations. We use it frequently when we pack bits into a byte to save memory. It is also handy with input handling. If you want to read the joystick port, you frequently mask out the bits in turn to see which is active.

By the way, you mask out bits set to 1 with the AND-instruction. You mask out bits set to 0 with the ORA instruction. The logic is reversed.

Setting and Clearing Individual Bits

We also use the AND and ORA instructions to set or clear individual bits within a byte. This is most often useful for handling arrays of flag bits.

Folding Bytes Together

This little fragment of code will fold bytes together:

```
LDA FISH
EOR GOAT
AND MASK
EOR GOAT
STA ANSWER
```

This is a magical piece of code. See if you can figure out what it does. Experiment with two values of MASK: \$0F and \$FD.

SHIFT AND ROTATE INSTRUCTIONS

The 6502 also has instructions that allow you to shift the bits around inside a byte. The first of these are the shift instructions. One, ASL, shifts a byte to the left; the other, LSR, shifts a byte to the right. Thus, the byte %01101011, when shifted left, becomes %11010110. Each bit is shifted one position to the left. The leftmost bit is rudely pushed right out of the byte and falls away ("Aaaaaaaaaarrrrrggggg!"). A zero is shifted into the rightmost bit.

The LSR instruction does the same thing in the opposite direction.

Note that ASL also doubles the value of the byte, while LSR halves it. Two ASL's multiply by four; three multiply by eight. This makes it easy to do simple multiplication, but be careful with round-off error here. What happens if you try to multiply by 256? What do you get if you halve 3?

A variation on the shift instructions are the rotate instructions. There are two: rotate left (ROL) and rotate right (ROR). These function just like the shift instructions, except that the bit that gets shoved into the bottom is not necessarily a zero; it is the contents of the Carry bit. The bit that gets pushed off the edge of the byte goes into the Carry bit, so it is not lost. Thus, if you rotate either way nine times, you'll be right back where you started.

Rotate instructions are a handy way to get a particular bit into the carry bit where you can work on it. Conversely, once you get your desired bit into the carry bit the way you want it, you can put it back into a byte with some rotate instructions.

INCREMENT AND DECREMENT INSTRUCTIONS

The last instructions I will cover are the increment and decrement instructions. These allow you to add one (increment) or subtract one (decrement) from a memory location. These are not considered to be arithmetic operations so they do not affect the Carry flag, nor are they affected by it.

You cannot increment or decrement the accumulator, only RAM locations.

D.O.M.

Due to limited space, we can not print the article about the software on the DOM. Below is the list of all the titles on the disk, it is a good one this month.

```
* ABCTRAIN.BAS 068
* ACECLOGO      020
* AURABALL.BIN 242
* AUTORUN.SYS  002
* CRASHDIV.BIN 056
* DIRECT        035
* DOS.SYS       039
* MONOPOLY.BAS 089
* MUNCHIN.BAS   063
* PLANET.BIN    029
* SWIRL.BAS     017
* TARTAN.BAS    004
* WORMSQRM.BAS  043
000 FREE SECTORS
* ARCREATE.BAS 016
* ANDRIVER.BIN 004
* ANDRIVER.DOC 068
* DEFAULT      031
* DIRECT        035
* DOS.SYS       034
* DUP.SYS       070
* GRAPHIT.BAS  017
* GREYHOLE.BAS 004
* MAILIST1.BAS 008
* MAILIST2.BAS 010
* MAILIST3.BAS 088
* PAINT.BIN     051
* PAINT.DOC     039
* POLARGRF.BAS 016
* RX232.ARX     001
* TRENDS.BAS    054
* TSCOPE.BIN    087
* TSCOPE.DOC    073
001 FREE SECTORS
```

Atari Computers and the Commodore 1702 Color Monitor

by Larry Vanden Plas
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If you want a very good, reasonably priced color monitor for your Atari 800 or 800XL, get a Commodore 1702 color monitor. This advice, which is often found in articles on Atari computers, becomes more compelling when the local COMB stores are selling a refurbished Commodore 1702 color monitor for \$119. If you can spare the money, this article will tell you how to make it happen.

First, get the monitor. But don't just plunk your money down, pick up the box, and walk out with a smile. I did, when I got home and opened the box, I found no booklet, warranty, or cable. Back to the store, where they were most cooperative. I checked the second box, and found it had paperwork and cable. But when I got home I could not get the power light to go on. Back to the store just before closing. Again they were most cooperative. This time I asked the clerk to hook the monitor up in place of their display monitor, after ensuring paperwork and cable were in the box. It worked fine. I understand problems are common in Commodore equipment. This may be why equipment refurbished by Commodore may be better than new.

Second, get a cable. The 8 pin cable that comes with the monitor does not fit the 5 pin socket of the Atari's. Get a 5 pin DIN plug to 4 RCA plugs shielded cable. My favorite source is ACME Electronics, 224 Washington Ave. No. Minneapolis (338-4754). They had a nice 72" cable produced by TEL Electronics, Inc., for \$3.70 (item #13-181SP1).

Third, hook it up. The connections are:

White, Center	1	Comp Luma
Outside all plug	2	Ground
Black Center	3	Audio out
Yellow Center	4	Comp Video
Red Center	5	Comp Chroma

With the 800, you have two choices. With the power off, you may plug the yellow RCA plug into the video socket on the front and the black RCA plug into the audio next to it. Make sure the rear slide switch on the back is set to "front". Carefully push the 5 pin DIN socket into the monitor jack of the 800. When you turn on the power (first monitor, the computer) you should have the equivalent of a very good TV set.

For best results (like a RGB), turn all power off and plug the white RCA plug into the jack on back of the monitor marked "LUMA", the black RCA plug into the jack marked "AUDIO" and the red RCA plug into the jack marked "CHROMA". With the 5 pin DIN plug securely in the computer's monitor jack, turn on the monitor, then the computer.

The 800XL is similar; however it lacks a chroma output. You may hook it up in the front like the first method for the 800 and it works well. However, if you use the rear jacks on the monitor and put the red RCA plug into the "CHROMA" jack you will have a black and white picture due to the lack of chroma output to this pin. You may cheat and put the yellow RCA plug into the "CHROMA" jack instead. Now you will have a color picture when you turn the power on if you have the slide switch set to "rear". I put electrical tape over the unused red plug.

Sorry, I understand neither the 400 or 600 was equipped for monitors.

Remember:

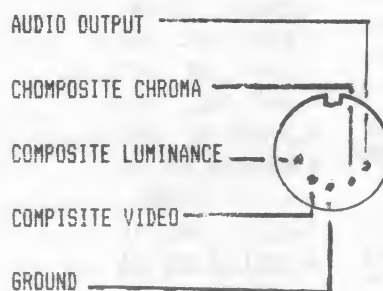
It is wise to ensure you have

your paperwork and the monitor works before leaving the store.

2. Get a 5 pin DIN with 4 RCA plugs.

3. With the power off, carefully push the proper RCA plugs into the marked jacks on the monitor, with the 5 pin DIN plug into the socket on the computer marked monitor. Ensure the slide switch is in proper position.

For your information, I have included a drawing of the monitor jack below:



Monitor Jack (800 only)

You may check the cable you buy with a meter to insure the colors I quoted are the same connections you have. The drawing above is the jack in the computer. The pin arrangement for the 5 pin DIN plug will be a mirror image of the jack (1 and 3 swapped; 4 and 5 swapped).

Thanks to Jim Buchmann for his advice. May your computing be more productive, and your games more fun.

Reference: Creative Computing, March 1984, pp. 252-255



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Lastest ST News:

by Dick Johnson

Wizard Works has received their 1st software for the ST. Please note the prices quoted are list prices and sales and discount may apply. The Mince Text Editor at \$175 (yes thats right), Express Word Processor at \$50 (sounds like a better deal), The Hitchhikers Guide to the Galaxy \$40, and ST-Forth \$80. This is just the start (see list in Pres Notes). Now for some more arrows. It seems that some games may not be written to use with the monochrome monitor. If this is true and no TV interface is forthcoming you may have to invest in a \$400 color monitor to get full use of your machine. Bear this in mind when making your purchase decision.

Compute has finally reviewed the 520ST and the 130XE. The review of the ST reads like a press release, frankly I'm getting a little sick of their pro-Commodore attitude, after all the ST was out a full 2 months before Amiga (its suppose to be out this week) but they waited until the Amiga review before releasing the ST review. The same thing with the 128 commodore vs the 130XE. Come on fellows lets at least cover products as their released.

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